

## WEB

[CodeOverdose.es](http://CodeOverdose.es)

## LINKEDIN

[linkedin.com/in/frahermur](https://linkedin.com/in/frahermur)

## ARTSTATION

[artstation.com/codeoverdose](https://artstation.com/codeoverdose)

## MORE INFORMATION

- Total availability.
- Full mobility and relocation available

## CONTACT



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Sevilla

## LANGUAGES

### Spanish

Native.

### English

Professional Proficiency

## HOBBIES

D&D Master at times.  
Resin crafts, mostly dice making.  
Anime and Manga.  
Gamer as well.

# Francisco Javier

Hernández Murillo

## Game Programming

### ABOUT ME

- Master's graduate in video game programming and virtual reality.
- Experienced Unity & C# developer, learning Unreal and C++.
- Fluent in Spanish and English.

### WORK EXPERIENCE

#### Unity Developer - FunTech Rocket - Internship

04/2023 - 06/2023

- Observer patterns, and event-driven programming.
- Enhanced code quality through refactoring and diligently solved and identified bugs for optimal functionality.
- Managed version control to ensure smooth and efficient project updates.
- Implemented a new save and progress system for the application that connected with Firebase to provide a better service with no errors.

### PERSONAL PROJECTS

#### Unity Developer - BallDown

11/2022 - 04/2023

"BallDown" is a Unity project that began as an initial step in my video game development career. As my knowledge expanded, so did the project.

Interesting systems:

- Level selector and save system.
- Shop manager with powerups and different player models.
- Smoother Camera controls.

**Highly** recommend checking it out on my [itch.io](https://itch.io)

### ACADEMIC DATA

#### Master in Unreal Game Programming and C++

UCAM ([Catholic University of Murcia](https://www.ucam.es)), Affiliate Tokio School  
08/2023 - Currently

#### Master in Unity Game Programming and Virtual Reality

UCAM ([Catholic University of Murcia](https://www.ucam.es)), Affiliate Tokio School  
04/2021 - 04/2023

#### Computer Engineering - Computer Technologies

University of Seville - 09/2019 - 04/2021 (Not finished)

### SKILLS

C#	Unity
C++	Unreal
Github	Firebase